- Upgrade "trees"
- "lost tribes"
- Discover magic allies
- Rivers, Mtns, Forests
- ~~armies~~ 'races' have diff. reproduction methods
- Risk®-style board, when battle happens you "enter the world of Narnia" + go to that board/ setup — there play HotT/~~Stratego~~/SoBH/KR/BTD
- Units use HotT 'paces' strip/Xwing strips to move
- Strive for realism, simultaneity, risk/reward